

GAME BOY ADVANCE™

M94097-01ENG

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CAPCOM

INSTRUCTION BOOKLET

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Game Boy Advance Game Pak conforms to:

- TOY Directive (88/378/EEC) EN50088, EN71 Part 1, 2, 3
- EMC Directive (89/336/EEC)



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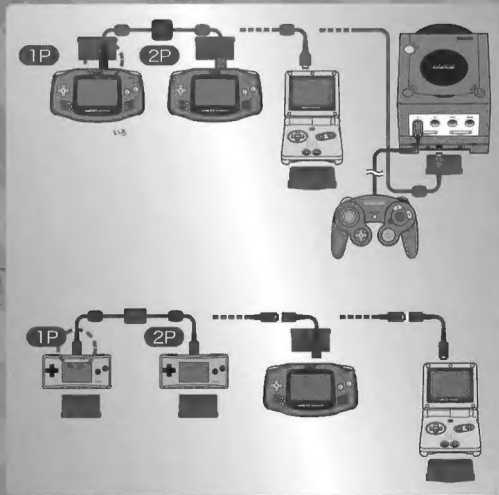
MULTIPLAYER SETUP

GAME BOY ADVANCE™ GAME LINK™ CABLE YOU NEED:

- ☐ Combination of 2: Game Boy Advance™, Game Boy Advance SP™, Game Boy™ Micro and/or Game Boy™ Player
- ☐ 1 Game Boy Advance™ Game Link™ cable (sold separately)
- ☐ 2 *Mega Man Battle Network™ 6* Game Paks

CONNECTING

1. Make sure the power of both Game Boy Advance™ systems is OFF.
2. Insert a *Mega Man Battle Network™ 6* Game Pak into each Game Boy Advance™ system.
3. Link the Game Boy Advance™ Game Link™ cable to the external extension connector on both Game Boy Advance™ systems. The system connected to the smaller plug is 1P.
4. Turn on the systems.



USING THE GAME BOY ADVANCE™ WIRELESS ADAPTER

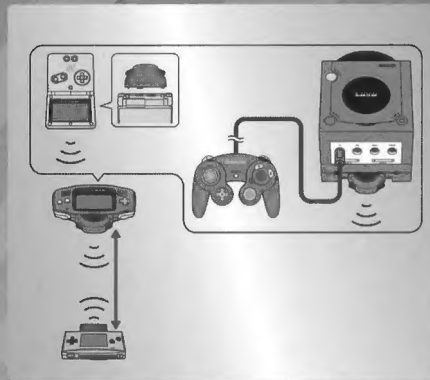
MULTIPLAYER NETWORK BATTLE

YOU NEED:

- ☐ Combination of 2: Game Boy Advance™, Game Boy Advance SP™, Game Boy™ Micro and/or Game Boy™ Player
- ☐ 2 Game Boy Advance™ Wireless Adapters (sold separately) (*Note: Using the NINTENDO GAMECUBE WAVEBIRD WIRELESS CONTROLLER may conflict with the the Game Boy Advance™ Wireless Adapter, mixing the signals and causing interference*)
- ☐ 2 *Mega Man Battle Network™ 6* Game Paks

CONNECTING

1. With both gaming systems turned OFF, insert a *Mega Man Battle Network™ 6* Game Pak into each system.
2. Connect the Game Boy Advance™ Wireless Adapters to the external expansion connectors of each system.
3. Turn both systems ON.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY ADVANCE™ GAME LINK™ CABLE (MODEL NO.: AGB-005).

THE YEAR IS 200X . . .

It is the network age, made possible by the rapid advancements of the Internet and other communications technology, and everyone has a portable handset called a *PET* (PERsonal TERminal).



WHAT IS A PET?

Similar to an evolved cellular phone in appearance, PETs are equipped with both phone and e-mail capabilities, and can also double as textbooks and newspapers, making them a very convenient accessory for modern life. On top of that, inside each PET is a humanoid AI program called a *Net Navi*, which can perform all sorts of tasks on the network for its human owner.

VIRUS BUSTING!

The networked society... The world is a very convenient place to live in, but things aren't always perfect, thanks to rampant computer viruses. To protect themselves against these viruses, people equip their Net Navis with battle data programs called Battle Chips, and have their Net Navis fight the viruses directly. This is called *Virus Busting*.

THE MEGA MAN NETWORK SERIES

❑ MEGA MAN BATTLE NETWORK™

The first game in the series, *Battle Network 1*, pits you in an intense battle against the evil secret society, WWW. Through Lan and his friends' efforts, all hacking is rooted out. But in the end, the evil Dr. Wily, the mastermind behind the terror, disappears!

❑ MEGA MAN BATTLE NETWORK™ 2

With WWW eliminated, you go up against Gospel, the evil Net Mafia and the newest threat. Lan and company infiltrate and overthrow Gospel, and in the process find an evil mastermind secretly running things behind the scenes!

❑ MEGA MAN BATTLE NETWORK™ 3

This exciting third game in the series pits you against the resurrected Dr. Wily. In a desperate battle, Lan and friends uncover the truth about the "Great Disaster" and its restricted data.

❑ MEGA MAN BATTLE NETWORK™ 4

This fourth chapter in the series, released in two different versions, has Lan vying to win the tournament to prove himself the best Net Battler in the world. While top opponents battle for the championship, a secret organization lurks behind the scenes!

❑ MEGA MAN BATTLE NETWORK™ 5

The fifth installment in the series, also in two different versions, finds Lan fighting to rescue his father from the evil Dr. Regal, leader of the Dark Chip Syndicate "Nebula." It introduced new features such as the Team Battle, where you actually control your ally Navi!

Thanks to Lan's efforts, the evil aspirations of Doctor Regal, leader of the Dark Chip Syndicate "Nebula," have come to a screeching halt, and peace has been restored to the world once again.

Lan has since returned to his normal daily life, hanging out with all his friends. Graduation from elementary school seems to be right around the corner. But that all changes one day when Ms. Mariko, Lan's teacher, tells the class she has sad news. "One of your fellow classmates is moving to another school," she says, calling Lan to the front of the class.

To the class, Lan explains, "...Um, my Dad got transferred, so my family has to move. I'm sorry I didn't tell you guys."

The next Sunday... with everything packed and ready to move, Lan's friends gather around him. Mayl shyly begins to talk. "Lan, I... was just thinking how great it would be if we could graduate from elementary school together, and then go to junior high school together... It'd be so nice... being together... always... (sniffle)"

"Mayl..." says Lan, completely surprised.

"I'm sorry... I told myself I wouldn't cry."

"We'll see each other again, and I'll definitely be back someday! So, don't cry... (sniffle)"

"Yeah."

"I'm glad you understand. Well, everyone, I better get going. Take care!" And with that, with Lan waving from the back seat, his parents' car heads off for Cyber City where a host of new adventures awaits.

LAN & MEGA MAN

A 6th-grader who just moved from ACDC Town to Cyber City, Lan's grades aren't the best, but his Virus Busting skills are top notch. His best friend is Mega Man, his Net Navi. In Net Battles, these two make a powerful team.



NEW FRIENDS IN CYBER CITY



Irls



Mick



Tab



Mayl & Roll



Dex & Gutsman



Yai & Glide

MAIN MENU

On the Title screen, press **START** to see the options for starting the game. (If you have not yet saved a game, the **Continue** option will not appear.)



- ☐ **New Game** — Start a new game from the beginning.
- ☐ **Continue** — Start the game from the point where you saved it.
- ☐ **Net Battle** — Begin Multiplayer Mode. This option only appears when the Wireless Adapter is connected (page 3).

SOFT RESET

Press **START**, **SELECT** and the **A** and **B** Buttons simultaneously any time during gameplay to soft-reset the game and return to the Main Menu. Use this to quit your current game and start over from where you last saved.

FIELD SCREEN



On the Field screen, you control Lan in the Real World and Mega Man in the Cyber World.

- ☐ **+Control Pad** ... Move character
Move menu cursor
- ☐ **A Button** Speak/Examine
Confirm
- ☐ **B Button** Dash (hold down while moving)
Cancel
- ☐ **R Button** Jack-in (to the Cyber World)
Jack-out (from the Cyber World)
- ☐ **L Button** Talk to Mega Man
(from the Real World)
Talk to Lan (from the Cyber World)
- ☐ **START** Open PET screen
- ☐ **SELECT** Skip cutscene

CUSTOM SCREEN



- ☐ **+Control Pad** ... Move cursor
- ☐ **A Button** Confirm
- ☐ **B Button** Cancel
- ☐ **R Button** View Battle Chip description
- ☐ **L Button** Run away
- ☐ **START** Move cursor to **OK**
- ☐ **SELECT** Hide Custom window

BATTLE ACTION SCREEN



- ☐ **+Control Pad** ... Move Mega Man
- ☐ **A Button** Use Battle Chip
- ☐ **B Button** Mega Buster (hold down to charge)
- ☐ **R or L Button** .. Open Custom screen (when Custom Gauge is full)
- ☐ **START** Pause
- ☐ **SELECT** Not used

EXPLORING THE REAL WORLD

You progress through the game by moving back and forth between the *Real World* and the *Cyber World*. In the Real World, you play as Lan.

- ❑ **Speak/Examine** — Press the **A Button** to talk to the person in front of you or examine something.
- ❑ **Dash** — Hold down the **B Button** while moving with the +**Control Pad** to skate along faster than a normal walk.
- ❑ **Talk to Mega Man** — Press the **L Button** anywhere in the field to talk to Mega Man inside your PET. He may have some good advice for you if you ever get stuck or aren't sure where to go next.
- ❑ **Jack-In** — This action allows you to transmit a signal from your PET device to send Mega Man into all sorts of electronic equipment. To jack-in, stand in front of a computer or other electronic device and press the **R Button**.

IF THERE IS A PROBLEM WITH AN ELECTRONIC DEVICE, IT'S PROBABLY DUE TO A VIRUS OR AN ENEMY NAVI WREAKING HAVOC INSIDE IT. WHEN THIS HAPPENS, JACK IN AND SEND MEGA MAN INTO THE CYBER WORLD TO DO A NUMBER ON THE ENEMY. YOU CAN ALSO JACK IN EVEN IF THERE IS NO TROUBLE TO CLEAN UP, SO CHECK ALL OVER THE REAL WORLD FOR PLACES TO JACK INTO AND EXPLORE.

EXPLORING THE CYBER WORLD

In the Cyber World, you play as Mega Man, searching out enemy bosses while taking out pesky viruses and solving a variety of problems.

- ❑ **Speak/Examine** — Press the **A Button** to talk to programs or examine something. Be sure to examine the Mystery Data scattered here and there.
- ❑ **Dash** — Hold down the **B Button** while moving with the +**Control Pad** to dash along faster than a normal walk.
- ❑ **Talk to Lan** — Press the **L Button** anywhere in the field to talk to Lan in the Real World. If you're stuck, try asking him for advice.
- ❑ **Jack-out** — Press the **R Button** to bail out of the Cyber World and return to the Real World and regain control of Lan. Beware — there may be times when Mega Man can't jack-out immediately.



By jacking-in to the computer in Lan's room, you can go to the world of the Internet to access and explore numerous different areas.

- ❑ **Mystery Data** — Scattered throughout the Internet are things called *Mystery Data*. Check them out to obtain chips, items, and more.
- ❑ **Shop** — Talk to a Net Dealer to bring up a Shop screen. Move the cursor to highlight the item you want and press the **A Button**. If a Chip is shown in green text, that means it is something you don't have in your inventory. Press the **R Button** to view a description of the item currently highlighted.
- ❑ **Message Board** — People put up different messages and notices on message boards. Read these to discover rumors, new battle techniques, and other useful information.
- ❑ **Rush Road** — Scattered throughout the Internet are bone-shaped icons. Something may happen if you use Rush Food on these squares.



When you encounter an enemy, you'll be taken first to the Custom screen. Here you can select a Battle Chip to send to Mega Man.



SELECTING BATTLE CHIPS

Five chips are chosen at random from the Chip Folder and displayed in the Chip Select area. Select one of these chips to send to Mega Man by highlighting the chip and pressing the **A Button**. With a chip highlighted, press the **R Button** to view information about it.

RULES FOR CHOOSING BATTLE CHIPS

Normally you can only select one chip at a time to send to Mega Man. However if the circumstances are right (see illustration), you can choose up to five chips at once, giving you the advantage. (Chips that can't be selected are grayed out on the list.)



SENDING DATA

Once you finish selecting chips, move the cursor to **OK** and press the **A Button**. The screen will switch to the action screen where you control Mega Man in battle.

BEAST OUT MODE

Highlight the Cybeast button and press the **A Button** to enter Beast Out Mode. (This isn't available at first; it becomes available later on in the game.)

CROSS CHANGE

On the Custom screen, press the **+Control Pad** to open the Cross Select screen. Press **↑/↓** to select a Cross to equip. (This isn't available at first; it becomes available later on in the game.)



Cross Change

EMOTION WINDOW

This window shows Mega Man's sync status. The status changes if you enter Beast Out Mode, take damage, or do other specific things.

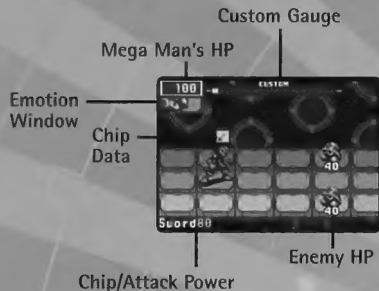
Emotion Window



RUN AWAY

Press the **L Button** to run away. Whether or not you actually get away depends on your luck...

Once you select a chip from the Custom screen, you proceed to the Action screen. Here you control Mega Man and use the selected chips to defeat the enemy.



ATTACK AREAS

Mega Man moves around on the red squares, while the enemy moves around on the blue squares. Neither side can enter the opposite side's area, but there may be special attacks that allow you to invade the opposite side temporarily.

MEGA BUSTER

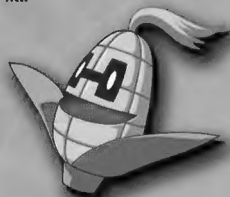
Press the **B Button** to fire your Mega Buster, which has unlimited ammo. The closer you are to the enemy, the easier it is to perform rapid-fire attacks. Hold down the **B Button** to charge up the Mega Buster for a more powerful shot.

USING CHIPS

Press the **A Button** to use chips already sent to Mega Man from the Custom screen. The next chip you can use appears on the bottom of the screen.

CUSTOM GAUGE

Once the action starts, the Custom Gauge slowly starts to fill. Once it is full, press the **L or R Button** to re-enter the Custom screen. Now, even if you've used up all your chips, you can select more to send to Mega Man during the same turn.



RESULT SCREEN

Win fights by **deleting** enemies (reducing their HP to zero). After each victory, you go to the Results screen, where you can see how long the battle lasted, your Busting Level (*see below*), and any Chip Data acquired.



BUSTING LEVEL

Your Busting Level is an evaluation of your virus-busting techniques. The higher your Busting Level climbs, the more valuable items you can get after victories. Usually you just get money, but if you show superior skills in battle, you may be able to pick up some powerful enemy moves (Battle Chips) as well.

COUNTERS

A Counter is when you attack an enemy the moment that enemy is about to attack you. If you land a successful Counter, that enemy will be paralyzed temporarily, leaving it open to attack. With a successful Counter, Mega Man's Emotion Window will shoot up to Full Synchro status.

This window reflects Mega Man's state of mind. As he fights, his emotion can change to various states.



Normal — Mega Man begins battles in this neutral state.



Full Synchro — Helps you see when to time attacks for Counters, and doubles the attack power of your next chip.



Tired — When the Emotion Window point counter reaches zero, Mega Man's status changes to Tired. In Tired status, you cannot move to Full Synchro even if you get a Counter on an enemy. If you press the Cybeast button during Tired status, Mega Man enters Beast Over Mode.



Very Tired — When he exits Beast Over Mode, Mega Man goes to Very Tired status. In this state, you cannot equip Crosses, the attack level of the Mega Buster drops, and your HP decreases rapidly.



Angry — Mega Man turns red and gets more serious, giving the next chip he uses double the attack power.

IF MEGA MAN GETS INFECTED BY A BUG, THE EMOTION WINDOW MAY START TO FLASH TO INDICATE A PROBLEM.

BEAST OUT SYSTEM



During the course of the game, Mega Man will capture a giant, powerful beast of the Cyber World within his own body. Once this happens, you can press the Cybeast button from the Custom screen (page 10) and Mega Man will enter Beast Out Mode. In this mode, Mega Man will transform into a Cybeast, and the following changes will occur:

- ☐ You can hold down the **B Button** to fire a rapid-fire Gregar Buster.
- ☐ When you use a chip, the attack will automatically home in on the enemy the cursor is on.
- ☐ Attack power of elementless chips increases +30.
- ☐ Charge attacks for elementless chips unleash a Gregar Claw attack.
- ☐ No more getting stunned or knocked back when attacked.

However, while Mega Man is in Beast Out Mode, the Emotion counter points decrease by one point per turn. If the counter reaches zero, Mega Man drops out of Beast Out Mode and his status goes to **Tired** because his energy has been drained. If the battle ends during Beast Out Mode, Mega Man will return to normal.

BEAST OVER



In Beast Out Mode, Mega Man gains an immense power-up, which gives him a big advantage in battle. However, controlling this power uses Emotion Window points. If you don't have any points left and you try to enter Beast Out Mode, Mega Man enters a berserk mode called **Beast Over**.

In Beast Over Mode, Mega Man acts on his own, and you can't control him! He uses the selected chips on his own, and wields an immense destructive power worthy of the Cybeast. When the next turn rolls around, Mega Man's status will change to **Very tired**, leaving him highly vulnerable to attack.

CROSS CHANGE SYSTEM

During the course of the game, you'll be able to control Link Navi and participate in trials. When you successfully complete the trials, you'll be able to equip a Cross imbued with the power of that Link Navi.

Equipping a Cross is called the **Cross Change System**, which you access from the Custom screen by pressing the **+Control Pad ↑**. Be careful: Crosses have elemental attributes they are weak against, which leave you even more vulnerable to certain attacks.



HEAT CROSS Link Navi Heat Man

TYPE: Fire **CHARGE SHOT:** Fire Arm **WEAKNESS:** Take double damage from Aqua-type attacks.
CHARACTERISTICS: Fire-type chips that don't dim the screen get +50 boost in attack power. Buster Attack power boosted +1.

ELEC CROSS Link Navi Elec Man

TYPE: Electric **CHARGE SHOT:** Thunderbolt **WEAKNESS:** Take double damage from Wood-type attacks.
CHARACTERISTICS: Electric-type chips that don't dim the screen get +50 boost in attack power. Stun status added to charge shots of elementless chips that don't dim the screen.

SLASH CROSS Link Navi Slash Man

TYPE: Sword **CHARGE SHOT:** Wide Slash **WEAKNESS:** Take double damage from Break-type attacks.
CHARACTERISTICS: Sword-type chips that don't dim the screen get +50 boost in attack power. Attack power greatly increases with charge shots of these chips.

ERASE CROSS Link Navi Erase Man

TYPE: Cursor **CHARGE SHOT:** Erase Delete Beam **WEAKNESS:** Take double damage from Wind-type attacks.
CHARACTERISTICS: Cursor-type chips get +30 boost in attack power. Use elementless chips that don't dim the screen, and if the enemy's remaining HP has a 4 in it, it will be deleted immediately; a bug will make the Navi's HP drop.

CHARGE CROSS Link Navi Charge Man

TYPE: Fire **CHARGE SHOT:** Charge Tackle **WEAKNESS:** Take double damage from Aqua-type attacks.
CHARACTERISTICS: Chip open slot goes up +1 with every turn. Attack power increases with charge shots of Fire-type chips that don't dim the screen.

If you engage Beast Out Mode with a Cross equipped, the Cross and the Beast fuse and form a **Cross Beast**.



Heat Beast



While Mega Man is a Cross Beast, the Cross abilities remain the same. However, Mega man will attack automatically when chips are used. Hold down the **B Button** to charge the Gregar Buster, and use an elementless chip to perform a special Charge attack.



Press **START** on the Field screen to enter the PET screen.



CHIP FOLDER

The Chip Folder holds the chips you use in battle. You start out with one folder, which you can edit or rearrange. As the game progresses, you can gain an additional Chip Folder and one backup folder. You cannot edit or rearrange the backup folder, but you can update it by getting backup folders from other players.

- ☐ **Equipping Folders** — The folder you have equipped is marked **Equip**. To equip a different folder, select the folder you want to equip, press the **A Button** and then select the **Equip** option.
- ☐ **Editing Folders** — Select a folder to edit, press the **A Button** and then select the **Edit** option. You will move on to the Folder Edit screen (described on the right).
- ☐ **Change Name** — Change the folder's name.

FOLDER EDIT SCREEN

On the Folder Edit screen, press the **+Control Pad** \leftarrow/\rightarrow to move between the Chip Folder and Pack. Select a chip from each folder by pressing the **A Button**; this will exchange the two chips.



Chip Folder



Pack

- ☐ Press the **A Button** twice to just send the chip from the Pack to the Chip Folder rather than exchange it.
- ☐ Press **START** to rearrange the chip order.
- ☐ Press the **L/R Buttons** to switch between pages.

BATTLE CHIP RANKINGS

Battle Chips are divided into three ranks according to their capabilities.

- ☐ **Standard Chip** — Gray border
- ☐ **Mega Class Chip** — Blue border
- ☐ **Giga Class Chip** — Red border

FOLDER EDITING RULES

- ☐ Be sure to fill up all 30 slots with chips.
- ☐ You can only put a certain number of chips of the same name, depending on the data size value, in a folder at one time:

DATA SIZE	MAX CHIPS
0-19 MB	5
20-29 MB	4
30-39 MB	3
40-49 MB	2
50-99 MB	1

- ☐ You can only put up to five Mega Class Chips and one Giga Class Chip in a folder at one time.

REGULAR CHIPS

Regular Chips always appear in the Chip Select List on the Custom screen. They can be useful if you do a good job of incorporating them into your strategy. In the folder, move the cursor over the chip you want to designate as a Regular Chip and press **SELECT**. If a border appears around the chip, that means it has been designated as a Regular Chip. (Not all chips can be turned into Regular Chips.)

If the chip's Data Size is larger than the amount of remaining Regular Memory, you won't be able to designate the chip as a Regular Chip. You can increase the amount of Regular Memory available by finding an item called **Regular UP**.

TAG CHIPS

Tagging chips lets you select two chips to always appear in your Chip Select Chart on the Action screen. Highlight a chip and press **SELECT** to designate it as a **Tag Chip**, then select the second chip and press **SELECT**. The combined memory of the two chips cannot exceed 60MB.



EXAMPLE: If you designate the Sword S and Area Steal S chips as Tag Chips from the Custom screen, these two chips will always appear in your Chip Select Chart when you move to the Action screen, allowing you to use them for a 1-2 combo.

SUB CHIPS

There are many kinds of **Sub Chips**, and you can use them on the Field screen of the Cyber World to help Mega Man out. Get them from Shops and Mystery Data. Sub Chips can only be used once.

DATA LIBRARY

Data for chips you acquire is entered automatically in the **Data Library**, and you can view it at any time.

The first page shows Regular Chips. Press the **+Control Pad**   to view pages for Mega Class and Giga Class Chips. Stars to the right of the chip name indicate how rare the chip is, with more stars signifying rarer chips.



P.A. MEMO

In the pages of the Data Library you'll find the **P.A. Memo**, which allows you to view a list of the Program Advance (P.A.) combinations (page 27) you have used so far in the game.

MEGA MAN

View Mega Man's status here. As you progress, the Navi Customizer and Records screens will be added.

NAVI CUSTOMIZER

This activates the Navi Customizer (page 20).

RECORD SCREEN

View the Delete Time Record for beating enemies on Busting Level S for each Navi's SP. Both My Record and Total Record are shown. The faster the Total Record time, the higher the Navi Chip SP attack power goes, so compare record times with friends to make your SP more powerful.

E-MAIL

Read e-mail addressed to Lan. Use the **+Control Pad** to move through the list of e-mails. Press the **A** or **B Button** to scroll through the message.

KEY ITEMS

View important items you've collected and their descriptions. Use the **+Control Pad** to move through the list.

COMMUNICATION

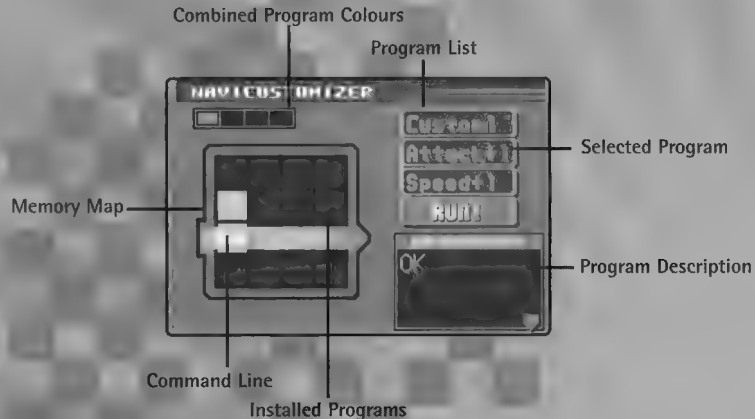
Link-up with pals for battle or to trade chips (page 22).

SAVE

Save your progress. To resume a saved game, select **Continue** from the Main Menu.

Once you reach a certain point in the game, the Navi Customizer feature will be added to your PET device. Use it to combine programs and strengthen

the abilities of your Navis. Access the Navi Customizer from the Mega Man screen (page 19) in the PET screen.



INSTALLING PROGRAMS

Move the +Control Pad \uparrow/\downarrow on the Program List to select a program to install. Press the L/R Buttons to toggle between pages of the list. Once a program is selected, the program appears in the Memory Map for you to place. Select a location for the program and press the A Button to install it.

REMOVING PROGRAMS

To remove programs installed in the Memory Map, press the +Control Pad \leftarrow to move the cursor to the Memory Map area. When you select a program, the options **Remove** and **Move** appear. Select **Remove** to uninstall the program and return it to the list. Select **Move** to move the program within the Memory Map to rearrange the layout. Press **SELECT** to remove all installed programs at once and clear the Memory Map.

PROGRAM TYPES

There are two types of programs:

- ☐ **Program Parts** — These add abilities to Mega Man, such as SuprArmr (Super Armor) that prevents him from getting knocked back by attacks.
- ☐ **Plus Parts** — These improve Mega Man's stats, such as increasing the attack power of his Mega Buster.

PROGRAMMING RULES

- ☐ **Rule 1** — Place Programs so they don't overlap outside the Memory Map.
- ☐ **Rule 2** — Place Program Parts so at least one square overlaps the Command Line.
- ☐ **Rule 3** — You cannot place Plus Parts (with square pattern) on the Command Line.
- ☐ **Rule 4** — You cannot place programs of the same colour next to each other.
- ☐ **Rule 5** — You can have up to four different colours of programs — no more. Check your Combined Program Colours bar (page 20).

RUN

Once you finish setting up the program, select **Run** (press **START** to move the cursor directly to **Run**). When **OK!** appears, the program has been compiled.

BUGS

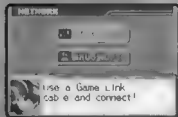
Once you run the program, if you made any errors by disregarding any programming rules, there will be a **bug** that can adversely affect Mega Man's actions: he may not move properly or his HP might fluctuate on its own. If you notice anything weird, quickly check Mega Man's Emotion Window to see what's going on.

MAKING THE CONNECTION

Use the Game Boy Advance™ Game Link™ cable or the Game Boy Advance™ Wireless Adapter (both sold separately) to link-up with friends and trade chips and programs, or even go head-to-head with other **Battle Network** gamers, and more. (Set up the cable to communicate with the other gamer by following the instructions on page 2.)

Once you have either the Game Boy Advance™ Game Link™ cable or Game Boy Advance™ Wireless Adapter connected, go to the Network menu and select the networking device you will be using.

When you enter the Network screen, you will be asked to save your game. The game will also be saved automatically after a Network Battle or when you finish trading.



USING THE GAME BOY ADVANCE™ WIRELESS ADAPTER

When you're using the Game Boy Advance™ Wireless Adapter, you will be taken to the following screen:

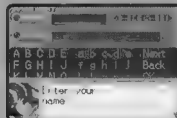
SELECT HOST/CLIENT

Press the **+Control Pad** \leftarrow/\rightarrow to select being either the **Host** or the **Client**, and press the **A Button**. If you choose to be the **Host**, you will proceed to a standby screen where you can wait for another player to join you. If you choose to be a **Client**, you will proceed to a screen to select a Host to join.



ENTERING/CHANGING NAME AND COMMENT

Edit the name and comment that you want to appear when you connect to another player. (The name can be up to 8 characters long; the comment, up to 10 characters.)

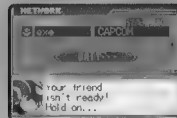


CONTROLS FOR ENTERING NAME AND COMMENT

- ☐ **+Control Pad** ... Move text cursor
- ☐ **A Button** Confirm
- ☐ **B Button** Backspace
- ☐ **L/R Buttons** Move text cursor left/right
- ☐ **START** Move cursor to **OK**
- ☐ **SELECT** Not used

STANDBY SCREEN

When you choose to be the **Host**, you will be taken to the Standby screen where you wait for another player to request to join you.



SELECTION SCREEN

When you choose to be a **Client**, you will be taken to the Host Selection screen. Use the **L/R Buttons** to shuffle the list, and press the **A Button** to select a player to join.



NET BATTLE

Link-up with a friend and go head-to-head in three different modes of play. First, select your mode:

- ☐ **Single Battle** — Face off in a single match.
- ☐ **Triple Battle** — Go for best two out of three.
- ☐ **Random Battle** — Battle with a folder of randomly selected chips.

Then select the type of battle:

- ☐ **Practice** — Wins and losses are not counted.
- ☐ **Battle** — Wins and losses count. The winner takes a chip from the loser. (You must have at least one other chip besides a Giga Class chip in your Pack to play this battle type.)

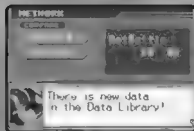
Once both players select the same mode and battle type, the battle begins.

MATCH RULES

- ☐ The first player to reduce the opponent's HP to zero wins the battle.
- ☐ The 15th turn is the final turn of the battle, and then the match ends. If a winner hasn't been determined, the player who inflicted more damage wins, regardless of actual remaining HP.

COMPARE LIBRARIES

Compare Data Libraries with other people. Any entries in the other person's library that are not in yours will be added to your library, and vice versa.



COMPARE RECORDS

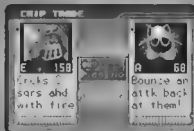
Compare Delete Time Record totals and update the records with the new top times.

TRADE

Trade Battle Chips and more with three trading modes.

- ☐ **Battle Chip Trading** — Trade

individual chips from your Pack (Giga Class Chips cannot be traded). If you just want to give a chip to someone without getting one in return, select your chip while your friend selects **None**.



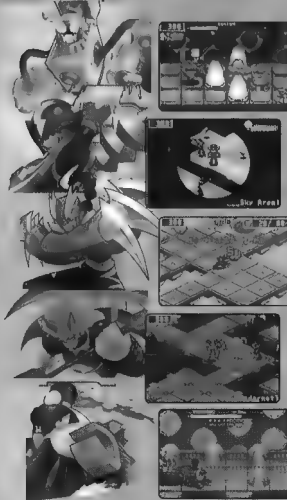
- ☐ **Program Trading** — Trade individual programs. Both players must have the Navi Customizer unlocked in order to trade programs.
- ☐ **Folder Trading** — Overwrite your backup folder with a friend's folder, or copy your folder to a friend's backup folder. You cannot trade a folder that cannot be equipped. For example, if you can only equip up to five Mega Class Chips, you cannot receive a friend's folder if it has six Mega Class Chips in it. If you've tried but can't trade folders, try rearranging them until they contain chips that can be equipped by the other person.



LINK NAVIS AND TRIALS

Link Navis are Navis other than Mega Man that Lan can control. Lan operates these Link Navis in trials that he

must complete. Link Navis have fixed chips that always appear at the start of battles.



HEAT MAN Operator Mr. Match

TYPE: Fire **CHARGE SHOT:** Heat Arm **FIXED CHIP:** Heat Press

TRIAL: Mr. Match (or simply "Match," as Lan calls him) has been transferred to Cyber City Elementary School, and now his job is to teach Lan how to use fire. Burn up all those pesky viruses with your smokin' new skills.

ELEC MAN Operator Ann Zap

TYPE: Electric **CHARGE SHOT:** Thunderbolt **FIXED CHIP:** Dash Electric Sword

TRIAL: Thanks to a ghost Navi, the Sky Area is experiencing a power outage. And they need cyber batteries to turn the lights back on. Work with Elec Man to make your way through the darkness.

SLASH MAN Operator Ms. Fahrnan

TYPE: Sword **CHARGE SHOT:** Triple Edge **FIXED CHIP:** Rolling Slash

TRIAL: Ms. Fahrnan, the home-ec teacher and master chef, gets to teach Lan about cyber cooking. Chop the vegetables just right, without spoiling their freshness.

ERASE MAN Operator Dark Scythe

TYPE: Cursor **CHARGE SHOT:** Hex Sickle **FIXED CHIP:** Erase Delete Beam

TRIAL: Your target is a gang that hangs out in the Underground Internet. You'll have to sneak up on them from behind so as to not get caught, and take them out quick.

CHARGE MAN Operator Al Ferry

TYPE: Fire **CHARGE SHOT:** Crazy Locomotive **FIXED CHIP:** Volcano Charge

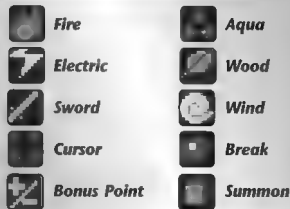
TRIAL: You have to operate the train, Charge Man, and take all the customers to their destinations. Drive safely, and watch out for road hazards!

ATTACK POWER

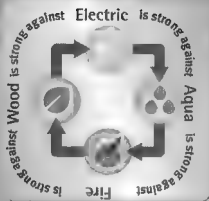
A chip's attack power determines how much damage it will do to an enemy with a single hit. Of course a higher attack power is more effective, but there are also other factors to consider, such as range of spread attacks and elemental attributes. So the attack power is just one of many factors you need to consider to choose the best chip for the situation at hand. (Attack power is not shown for non-attack support chips.)

CHIP TYPES

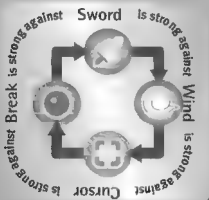
There are 10 types of chips:

**ELEMENTAL ATTRIBUTES**

Four chip types are also elemental attributes. They each have a strength and weakness. Attack an enemy having the elemental attribute that the chip is strong against to perform an elemental attack worth double damage!

**SPECIAL CHIP EFFECTS**

- ☐ **Sword** — Deal double damage against wind-type enemies and other enemies weak against Sword-type attacks.



- ☐ **Wind** — Blow away the barrier aura of your opponent. Deal double damage against Cursor-type enemies and other enemies weak against Wind-type attacks.
- ☐ **Cursor** — Attack an enemy with Cursor-type attack to cancel that enemy's trap chip. Deal double damage against Break-type enemies and other enemies weak against Cursor-type attacks.
- ☐ **Break** — Damage enemies even when they are guarding. Deal double damage against Sword-type enemies and other enemies weak against Break-type attacks.

CHIP CODES

Chip Codes are displayed with the letters A-Z. On the Custom screen, you can select two different types of chips at the same time as long as they have the same code. Chip Codes with an * (asterisk) can be selected along with any other Chip Code.

PROGRAM ADVANCE

When you select a certain combination of Battle Chips, they may fuse and transform into a brand new Battle Chip. This is called a **Program Advance**. Every Program Advance you discover is saved to your P.A. Memo area.

- ☐ **Chip Traders** — A Chip Trader is a machine that gives you a new chip at random in exchange for a few old chips you no longer need. When you trade in old chips for a new one, your game is saved automatically, so be careful what you trade away.
- ☐ **Number Traders** — If you enter the right eight-digit number, this machine will give you a chip or an item (one time per number). Find numbers throughout the game.
- ☐ **Bug Piece Traders** — Supposedly somewhere in the world is a Trader that will give you new chips in exchange for bugfrags . . .

ITEMS

Search for and collect items to power-up Mega Man and help you get through the game. Some examples:

- ☐ **HP Memory** — Increases Mega Man's max HP by 20.
- ☐ **P Code** — Eliminates a Security Cube. (You get these from people, etc.)

As you progress through the game, you'll come across areas where bulletin boards are located. These are posted with notices put up by various people who require assistance in special matters. Their requests can range from virus busting, to trading chips, and so on.



- ☐ Each request or posting has a number of stars next to it. The more stars there are, the more challenging the request will be. Tougher tasks also have better rewards.

- ☐ In order to take on more difficult requests, build up your rank by completing simpler requests.



BASIC INFO

As you progress through the game, you'll come across a game called **Virus Battler**, where you connect **Battler Cards** to play. Virus Battler is a mysterious game hidden somewhere in the world. Place two viruses and duel with enemy viruses.



WHAT ARE BATTLER CARDS?

Battler Cards are mysterious cards you need in order to play Virus Battler. You can pick up these cards in certain places. Battler cards can store **Virus Data**, which you take and use to battle other viruses. To view your Battler Cards, go to the Key Items screen.

WHAT IS VIRUS DATA?

Virus Data is a collection of data on a virus, including its behavior patterns, health, attack power, etc.

OBTAINING VIRUS DATA

In the Cyber World there are certain viruses that are extremely rare. If you have Battler Cards when you defeat these viruses in battle, their data is automatically stored on a Battler Card.

HOW TO PLAY

1) SELECT A VIRUS

When you start Virus Battler, you first select two viruses on the Virus Select screen. The memory size for both viruses combined must be under **50MB**. (Viruses that cannot be selected are grayed out.) Select your two viruses and then select **OK** to move to the Virus Placement screen. If you only want to play with one virus, select **OK** after you choose the virus to start.

ABOUT VIRUS HP: Virus HP is determined by the total of the two chosen viruses. If one has 40HP and the other 60HP, they will have a combined HP of 100. When either of the viruses takes damage, HP is deducted from the total HP amount. If the HP reaches 0, the viruses are deleted.

2) PLACE THE VIRUS

Place your viruses on the best spot in the arena.

3) START THE BATTLE

Once all viruses are placed, the battle begins. Viruses will attack on their own.

WINNING

Your viruses must reduce the opponent viruses' HP to zero to win.

USE THE L BUTTON IF YOU GET STUCK

If you aren't sure what to do or where to go next, use the *L Button* to talk to Mega Man. He may have a useful hint for you.

GET PLENTY OF REST

When you run out of things to do, head to your room and go to bed for the night. When you wake up, it will be morning, the start of a new day.

USE THE SPECIAL CHIP ORDER SERVICE

Once you advance to a certain point in the game, a special order service for Battle Chips will become available. You can order chips in your Data Library to restock your folders. Comparing libraries with people who have found more chips unlocks them in your own library, so use this service to get your hands on even more chips. (Not all chips can be ordered through this service.)

WATCH YOUR HP

You don't get HP back after battles, so be sure to use recovery items or Sub Chips during battle or before you run into another enemy. You may also receive HP Balls on the Result screen; these also restore HP.

MAINTAIN FULL SYNCHRO STATUS

Mega Man's Emotion Window returns to normal once a battle is over. But if you finish a battle with Full Synchro status, Mega Man stays in Full Synchro and starts the next battle that way. Get a Counter in Full Synchro to maintain the full sync even longer. You get double damage for attacks while in Full Synchro, so keep it as long as you can.

USING ATTACK ELEMENTS, PART 1

You can use attack elements to your advantage to get the upper hand. For example, if an enemy is standing on a panel with a tuft of grass, a fire attack will do double the damage.

USING ATTACK ELEMENTS, PART 2

By combining elements and status effects, you can pull off even more powerful attacks. For example, if an enemy is standing on an ice panel, use an Ice Attack to freeze the enemy so it can't move for several turns. Then, if you use a Break Attack on the frozen enemy, you can do double the damage. Other combinations might be using a special chip to put an enemy in a bubble, and then using an Electric Attack to follow up with double damage. Try to think up more combinations!

The PEGI age rating system:

Age Rating categories:

Les catégories
de tranche d'âge:



Note: There are some
local variations!

Note: Il peut y avoir
quelques variations en
fonction du pays!

Content Descriptors:

Description du contenu:



For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungssystem (PEGI) besuchen Sie bitte:

<http://www.pegi.info>

Game Boy Advance Game Pak conforms to:
Game Boy Advance Game Pak geprüft nach:
Game Boy Advance Game Pak en accord avec:
Game Boy Advance Game Pak getest volgens:
Game Boy Advance Game Pak cuple:
Game Boy Advance Game Pak è conforme a:
Game Boy Advance Game Pak oppfyller kraven enligh:
Game Boy Advance Game Pak oppfyller kravene til:
Game Boy Advance Game Pak täyttää seuraavat vaatimukset:
Game Boy Advance Game Pak passer sammen med:

- TOY Directive (88/378/EEC) EN50088, EN71 Part 1, 2, 3
- EMC Directive (89/336/EEC)



Nintendo

D-63760 Großostheim

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